Stirling Gould

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EDUCATION

North Carolina State University, Raleigh, NC **Expected Dec 2027**
Bachelor of Science in Computer Science

RELEVANT COURSES

- CSC 216 - Foundations of Software Development
- CSC 316 - Data Structures and Algorithms
- CSC 226 - Automata, Grammars, and Computability

SKILS

- **Programming Languages:** Java, C#, JavaScript, HTML, CSS, Lua, Python, GML, C, C++, SQL
- **Software Development:** Code Reviews, Software Design, Change Control, Validation, Maintenance, and Testing.
- **Tools & Frameworks:** Visual Studio Code, Unity, GameMaker, Git, Agile, SOLIDWORKS, React, REST APIs

PROFESSIONAL EXPERIENCE

Software Quality Assurance Apprentice, *Thermo Fisher Scientific*, Durham, NC **Summer 2025**

- Took part in audits of the software development lifecycle for **FDA-regulated** computer systems.
- Reviewed software design and development processes for compliance with **SOC2** and **ISO27001** standards.
- Observed code reviews to ensure adherence to company-wide coding standards and best practices, including **Jira** and **Agile**.
- Reviewed validation, change control, and maintenance of critical computer systems used in life sciences.
- Gained hands-on experience with computer system validation (CSV), **Unit Testing** within regulated environments.

Code Instructor, *Code Ninjas*, High Point, NC **January 2022 – August 2025**

- Teaching programming concepts to 150+ students aged 7–14 in **JavaScript**, **Python**, **C#**, **Lua**, and Microsoft MakeCode.
- Leading and designed curricula for coding camps, balancing program design, scripting, and problem-solving fundamentals.
- Mentoring students through progressively complex projects, promoting critical thinking and creativity.
- Collaborating with fellow instructors to improve course content and enhance the learning experience.

PROJECTS

Independent App Development **2020 - Ongoing**

- Developed VR simulations for medical environments and contributed experiments testing arm movement vs. muscle strain data.
- Programmed performant and low-memory automated Chess and Connect4 opponents for a group tournament
- Used REACT and Node.js to create a local site for filtering movie listings pulled from a database (TMDB)
- Portfolio available at: *https://stirling-code.com*

Game Development **2016 - Ongoing**

- Member**, *Game Development Club*** at North Carolina State University
  - Collaborated with peers to design games using industry-standard tools and contributed to development strategies.
  - Developed in teams within tight time frames during the Triangle Game Jam 2026 and two VGDC Fall Game Jams.
- Experience in many development platforms such as **Unity**, **GameMaker**, **Unreal Engine 5**, **C#**, **Java**, **C++**, **Python**
- **Won 2nd place** at NCSU's Engineering Design Day in the "Educational Computer Game" category. View the game here
- Contributed features to a rhythm game emulation project that gained 2.5M+ plays on Scratch

Build Design and Electronics **August – December 2025**

- Arcade Dancepad Project
  - Designed custom low-latency pressure sensors, wired and soldered to an Arduino microcontroller for keyboard inputs.
  - 3D modeled wooden/acrylic board layout in SOLIDWORKS. Researched, sourced, cut, and assembled materials.
- Experience with PC building, circuits, soldering electronics, 3D printing, wiring, and hardware.